

2019 MINORS RULES

TEAMS

- Home team provides game balls for each game. Little League balls shall be used.
- Home team is responsible for notifying the visiting team of changes to the date or time of the game.
- Home team is responsible for rescheduling game cancellations immediately.
- Home team is responsible for e-mailing or texting the game results to: bresquire@gmail.com or 309-657-3872
- Home team is responsible for providing umpires. One (1), preferably both, is required to be an IHSA registered umpire.

PLAYERS

- No player may turn 11 before May 1st 2019. They may only be rostered on one (1) team.
- Teams can play with a minimum of eight (8) players. The 9th spot in batting order will be counted as an out. An inning cannot end on an automatic out. The out will be taken to start the next inning. If a team is unable to field eight players defensively at the start of the game it will receive a forfeit loss for that contest. A minimum of 8 players must be on the field during the entire game.
- A younger, rostered player from an organizations' peeewe team may be utilized as needed to complete the team's nine (9) player lineup when rostered players are unable to attend due to vacation or conflicts. The non-rostered player shall be identified to the opposing team, and will bat at the end of the batting order and be eligible to play all defensive positions except pitcher. This player shall not play ahead of the team's rostered players and should not play if a team has ten (10) rostered players available.
- **Every rostered player at the game must bat in the batting order and play a minimum of two (2) innings defensively in the field.** The batting order for each team should be listed in the home team's score book prior to the beginning of the game, including shirt number. If a player arrives after the batting order has been submitted, he will enter the batting order at the end of the entire order. If a player is unable to hit at anytime during the game, he is then removed from the batting order and unable to hit the rest of the game. He will **not** be counted as an out each time his turn to bat arrives **unless his leaving the batting order results in the team only having eight (8) players.**
- Players can be freely substituted into defensive positions at any time during the game if a dead ball situation exists. Players that have already pitched in a game and have been removed cannot re-enter as pitcher in that same game.
- All players MUST be wearing the shirt and hat provided by their organization while on the bench or the playing field.
- Metal spikes will be prohibited. Hard or soft rubber cleats will be allowed.
- A player will be removed from the game for: 1). Throwing equipment in anger or disgust, 2). Using profanity or socially unacceptable language while on the bench or playing field. **NO warnings will be issued!**

GAMES

- No new inning may begin after 1 hour and 45 minutes has elapsed.
- A (15) minute grace period will be given at game time for a team running late, before it becomes a forfeit.
- A new inning begins when the final out of the previous inning is made.
- All games will be six innings. An inning will end when: 1) three (3) outs are made or 2) five (5) runs have been scored during each of the first four (4) innings. Innings five (5) and six (6) will be open innings and end when three (3) outs are made.

PLAY

- Base length will be 60 feet. A safety base is required at first base.
- Pitching rubber will be 42 feet from the back end of home plate
- There will be ten (10) defensive players allowed. There shall be a player in each defensive position: pitcher, catcher, (4) infielders, (4) outfielders. All infielders will play normal positions. Catcher needs to wear protective equipment and be behind the plate.
- The pitching will be done by members of defensive team. All pitchers are limited to the guidelines for the 9 – 10 league age limits on the Regular Season Pitching Rules attachment. Once a player has been removed from pitching, they may not return to pitch that game.
- **NO Rostered Travel "Pitcher" Will Pitch in this league.** They can play defensive positions, but not pitch.
- All runners are required to slide to avoid contact with the fielder in any play at 2nd or 3rd base or home plate. No head first sliding at home is allowed.
- Base runner may advance one (1) base on an overthrow.
- There will be **NO**: 1) dropped third strikes, 2) intentional walks, 3) stealing. or 4) fake bunt and swing away. **YOU CAN BUNT!**
- The base runner may advance one (1) base on a passed ball or wild pitch (2nd & 3rd only). Home plate is closed and no advancement to home is allowed. The defense may make a play on the runner advancing to 2nd or 3rd but the base runner will only be allowed to advance one (1) base. A runner may not advance on a blocked pitch which the catcher blocks and keeps in front or in the catcher/umpire box area. The intent is to encourage better development of players.
- Bat barrel cannot be larger than 2 5/8". Bats with a 2-1/4" barrel do not have a weight drop limit. Bats with a barrel greater than 2-1/4" and 2-5/8" or less will be subject to a -3 weight to length ratio. USA Bats are now legal per IESA\KVL.
- All other rules will be the same as in the IESA Rules Handbook as governed by the National Federation.
- Any game issues, or games played under protest must be reported to the Director within 24 hrs of the game.